

AYPERABOS SWARM

Tiny fiend (devil), lawful evil

Armor Class 14 (Natural Armor)

Hit Points 7

Speed 15 ft., fly 30 ft

4 (-3) **STR** 16 (+3) **DEX** 8 (-1) **CON** 4 (-3) **INT** 6 (-2) **WIS** 10 (+0) **CHA**

Saving Throws Dex,+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 6

Languages Infernal, Telepathy 120 Ft.

Challenge 1/2 (100xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Actions

Claw. *melee weapon attack*: +3 to hit, reach 1ft., one target. *Hit*: 3(1d4+2) slashing damage.

Burrow. The fiend burrows into a dead humanoid and now has control of it. The target humanoid has the stats of a zombie

BRAZEN DEVIL

Huge(16ft) fiend (devil), lawful evil

Armor Class 21 (Natural Armor)

Hit Points 240

Speed 50 ft.

23 (+6) **STR** 12 (+1) **DEX** 22 (+6) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA**

Saving Throws Str+12, Con+12

Skills: none

Damage Resistance Cold, Thunder; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 12

Languages Infernal, Telepathy 120 Ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Aura of fear. Any creature that is within 30ft of this devil has to make a DC 17 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

Actions

Multiattack. The brazen devil makes two Halberd attacks and one hurl flame

Halberd. *melee weapon attack:* +16 to hit, reach 10ft., one target. *Hit:* 3(5d4+6) Piercing damage and target must make a Con DC(18) if fail target takes (2d12+3) fire damage.

Hurl Flame. *Ranged spell attack:* +5 to hit, range 120ft., one target. *Hit:* 10(4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BURNING DEVILS

Medium(7ft) fiend (devil), lawful evil

Armor Class 16 (Natural Armor)

Hit Points 55

Speed 40 ft.

12 (+1) **STR** 14 (+2) **DEX** 17 (+3) **CON** 8 (-1) **INT** 10 (+0) **WIS** 13 (+1) **CHA**

Saving Throws Con,+7

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned, grappled, paralyzed, prone, restrained

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 5 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flame Body. When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes (1d10) fire damage.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: Both with its claws.

Claw. *melee weapon attack*: +6 to hit, reach 5ft., one target. *Hit*: 3(1d12+2) slashing damage and(2d6) fire damage

Hurl Flame. *Ranged spell attack*: +5 to hit, range 120ft., one target. *Hit*: 10(4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

GLASS DEVIL

Large(11ft) fiend (devil), lawful evil

Armor Class 17 (Natural Armor)

Hit Points 118

Speed 30 ft.

15 (+2) **STR** 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 11 (+0) **WIS** 13 (+1) **CHA**

Saving Throws Dex+8,

Skills Stealth+8

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 7 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

See Through Body. The devil is nearly invisible meaning if you try to attack it you will have disadvantage. And, a creature within 30ft can try to notice it before it attacks you, you will either need a passive perception of 16 or make a DC16 perception saving throw to see it.

Actions

Multiattack. The devil makes three attacks: two are with its claw attacks, and one is with its bite attack

Claw. *melee weapon attack*: +9 to hit, reach 10ft., one target. *Hit*: 13(4d6+3) slashing damage.

Bite. *melee weapon attack*: +7 to hit, reach 5ft., one target. *Hit*: 14(2d12+5) piercing damage.

GORECHAIN DEVIL

Large(12ft) fiend (devil), lawful evil

Armor Class 17 (Natural Armor)

Hit Points 167

Speed 40 ft.

20 (+5) **STR** 13 (+1) **DEX** 22 (+6) **CON** 8 (-1) **INT** 10 (+0) **WIS** 13 (+1) **CHA**

Saving Throws Con+10, Str+9

Skills: Athletics+9, Intimidation+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 12 (8,400xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: Both with its chain.

Chain. *melee weapon attack*: +10 to hit, reach 20ft., one target. *Hit*: 3(2d10+5) slashing damage, plus one of the following effects:

Fire. The target must make a DC 17 dexterity saving throw, taking an additional 16 (4d8) fire damage on a failed save or half as much on a successful one.

Control (3/day). The target must make a DC 17 wisdom saving throw, if they fail on the saving throw they are under the devils control for 1 minute and, get to retry the save on each of their turns. and the devil is able to do the targets action as a bonus action. If the target succeeds they take 13(4d6+2) psychic damage.

Vicious Attack. The target takes 6(1d10+2) bludgeoning damage. In addition the target must succeed a DC17 constitution saving throw or have disadvantage on all attack rolls next turn.

Animate Chains (Recharges after a Short or Long Rest): Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its turn.

HELLCHAIN WEAVER

Huge(25ft) fiend (devil), lawful evil

Armor Class 19 (Natural Armor)

Hit Points 259

Speed 40 ft., climb 60ft

22 (+6) **STR** 16 (+3) **DEX** 16 (+3) **CON** 15 (+2) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

Saving Throws Dex+8, Str+11

Skills: Stealth+8, Acrobatics+8, Perception+6

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120Ft., Truesight 30ft., passive Perception 12

Languages Infernal, common, Telepathy 120 Ft.

Challenge 15 (11,500xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Regeneration. The devil regains 10 hit points at the start of its turn. The devil doesn't regenerate if its incapacitated.

Actions

Multiattack. The devil makes three attacks: all three with its hook and if a creature is grappled by it, it can use a bite attack in place for two hook attacks

Hook. *melee weapon attack*: +12 to hit, reach 15ft., one target. *Hit*: 13(3d8+3) slashing damage and the target must succeed a DC 18 dexterity saving throw or be grappled.

Bite. *melee weapon attack*: +9 to hit, range 5ft., one target. *Hit*: 7(2d6+2) piercing damage and the target must succeed a DC 18 constitution saving throw or take 30(9d6+6) poison damage.

Web(Recharge 5-6) *Ranged weapon attack*: +11 range 30/80., one creature. *Hit*: The target has to make a DC 18 dexterity saving throw, if they succeed they have disadvantage on their next attack. If they fail they are restrained by a metal chain if they want to get out they have to use an action to try a DC 18 strength save to get out.

CORRUPTED GLUTTON

Medium fiend (devil), lawful evil

Armor Class 14 (Natural Armor)

Hit Points 37

Speed 25 ft.

12 (+1) **STR** 8 (-1) **DEX** 14 (+2) **CON** 6 (-2) **INT** 6 (-2) **WIS** 12 (+1) **CHA**

Saving Throws Con+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison, Acid

Condition Immunities Poisoned.

Senses Darkvision 120 Ft., passive Perception 6

Languages Infernal, Telepathy 120 Ft.

Challenge 3 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: one with its slam attack and one with its bite attack.

Slam. *melee weapon attack*: +6 to hit, reach 5ft., one target. *Hit*: 6(1d10+3) bludgeoning damage.

Bite. *melee weapon attack*: +5 to hit, reach 5ft., one target. *Hit*: 7(3d4+2) piercing damage and 7(1d12+2) necrotic damage

CORRUPTED MONGER

Medium fiend (devil), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 87

Speed 30 ft.

12 (+1) **STR** 10 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

Skills Deception+4

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 5 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: both are with the devils mace attack

Mace. *melee weapon attack*: +7 to hit, reach 10ft., one target. *Hit*: 9(2d8+3) bludgeoning damage.

Death touch. *melee weapon attack*: +6 to hit, reach 5ft., one target. *Hit*: 20(3d12+5) Necrotic damage. If the target is a magical item that is either common or uncommon the magic item loses its magic, that isn't

CORRUPTED IDLER

Medium fiend (devil), lawful evil

Armor Class 13 (Natural Armor)

Hit Points 43

Speed 10 ft.

12 (+1) **STR** 8 (-1) **DEX** 10 (+0) **CON** 8 (-1) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned.

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 4 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Sloth Aura. any creature that starts its turn within 30ft of this devil has to make a DC 13 wisdom saving throw, if the creature fails they lose their turn. If they succeed nothing happens and are immune to this effect for 24 hours.

Actions

Psychic worker. *ranged attack:* +6 to hit, range 60ft., one target. *Hit:* 6(2d8+4) psychic damage and the target must make a DC 13 wisdom saving throw, if the target succeeds nothing happens. if the target fails they are under the devils control for a minute, the target is able to retry the save as an action. and, the devil is able to do the targets action as a bonus action while the target is under control.

CORRUPTED LUNATIC

Medium fiend (devil), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 74

Speed 40 ft.

16 (+3) **STR** 12 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 8 (-1) **WIS** 12 (+1) **CHA**

Saving Throws Str+6, Con+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing damage, force, necrotic, radiant, acid damage

Damage Immunities Fire, Poison

Condition Immunities Poisoned, frightened.

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 5 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Aura Of Rage. Any enemy that is within 30ft of this devil has to make a DC 13 a wisdom saving throw, if the creature(s) fail the save they will randomly attack a creature within the aura.

Actions

Multiattack. The devil makes two attacks: both are with the devils scimitar attack

Scimitar. *melee weapon attack*: +7 to hit, reach 8ft., one target. *Hit*: 10(3d6+3) slashing damage.

Relentless fury(Recharge 4-6). *melee weapon attack*: radius 10ft., *Hit*: Any creature in the radius has to make a DC 13 dexterity saving throw, if the creature(s) fail they take 7d6+4 slashing damage. If they succeed they take half damage.

CORRUPTED CRAVEN

Medium fiend (devil), lawful evil

Armor Class 18 (Heavy Armor)

Hit Points 107

Speed 30 ft.

14 (+2) **STR** 15 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA**

Saving Throws Dex+5, Con+4.

Skills athletics+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks, necrotic damage.

Damage Immunities Fire, Poison

Condition Immunities Poisoned.

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 5 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Aura Of Fear. Any creature that is within 30ft of this devil has to make a DC 14 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

Actions

Multiattack. The devil makes two attacks: both are with the devils long sword attack

Long sword. *melee weapon attack*: +8 to hit, reach 10ft., one target. *Hit*: 12(2d12+4) slashing damage.

HELLCAT

Large(10ft) fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 114

Speed 60 ft.

16 (+3) **STR** 19 (+4) **DEX** 18 (+4) **CON** 8 (-1) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

Saving Throws Dex+8

Skills: Stealth+8

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing damage

Damage Immunities Fire, Poison

Condition Immunities Poisoned, grappled, paralyzed, prone, restrained

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 7 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flame Body. When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes (1d10) fire damage.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Shadow Stealth: While in dim light or Darkness, this devil can turn invisible

Sneak attack:4d6

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its bite attack

Claw. *melee weapon attack:* +10 to hit, reach 8ft., one target. *Hit:*9(2d8+2) slashing damage and 10(2d10) fire damage

Bite. *melee attack:* +8 to hit, reach 5ft., one target. *Hit:* 12(2d10+4) piercing damage and 10(2d10) fire damage

COAL DEVIL

Large(10ft) fiend (devil), lawful evil

Armor Class 19 (Natural Armor)

Hit Points 194

Speed 40 ft.

20 (+5) **STR** 10 (+0) **DEX** 20 (+5) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA**

Saving Throws Str+10, Con+10

Skills: Intimidation+7

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing damage from non-magical attacks not made of silver

Damage Immunities Fire, Poison

Condition Immunities Poisoned, grappled, paralyzed, prone, restrained

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 15 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flame Body. When a creature attacks the devil with an attack that has a reach of 5ft or lower that creature takes 13(2d12+2) fire damage.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Smoke Screen. This is a smoke screen(magical darkness)that only appears at will as a bonus action in a 60ft radius that gives any creature in it disadvantage.

Actions

Multiattack. The devil makes three attacks: all three are its slam attack

Slam. *melee weapon attack*: +12 to hit, reach 15ft., one target.

Hit: 18(3d10+6) bludgeoning damage and 13(2d12+2) fire damage.

Flame breath(recharge 5-6). *ranged attack*: radius, cone 30ft. *Hit*: Creatures in the radius must make a DC18 dexterity saving throw, if they fail they take 49(15d6+8) fire damage.

LEAD DEVIL

Large(10ft) fiend (devil), lawful evil

Armor Class 20 (Natural Armor)

Hit Points 156

Speed 40 ft.

20 (+5) **STR** 10 (+0) **DEX** 22 (+6) **CON** 15 (+2) **INT** 16 (+3) **WIS** 15 (+2) **CHA**

Saving Throws Str+10, Con+11

Skills Athletics+10, perception+8

Damage Resistance Cold; Bludgeoning, Piercing, Slashing, acid

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 16

Languages Infernal, Telepathy 120 Ft.

Challenge 12 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 18). He can innately cast the following spells, requiring no material components:

At Will: *Teleport, shield, alter self, detect magic, nondetection.*

Actions

Multiattack. The devil makes three attacks: all three are with its slam attacks.

Claw. *melee weapon attack*: +11 to hit, reach 10ft., one target. *Hit*: 10(2d8+4) slashing damage and 18(3d10+6) necrotic damage.

OBSIDIAN DEVIL

Huge(20ft) fiend (devil), lawful evil

Armor Class 21 (Natural Armor)

Hit Points 274

Speed 40 ft.

20 (+5) **STR** 18 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

Saving Throws Str+11

Damage Resistance All

Damage Immunities Fire, Poison

Condition Immunities Poisoned, grappled

Senses Darkvision 120 Ft., Truesight 60ft., passive Perception 12

Languages Infernal, abyssal, common, Telepathy 120 Ft.

Challenge 18 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Sharp Body. Any creature that hits the devil with an attack with a reach of 5ft or lower they take 9(2d8+3)

Actions

Multiattack. The devil makes three attacks: two are with its claw attacks, and if a creature is grappled by the devil, the devil can use a grind attack as an bonus action

Claw. *melee weapon attack*: +13 to hit, reach 15ft., one target. *Hit*: 13(4d8+4) slashing damage and the target must succeed on a DC 18 strength saving throw or be grappled

Grind. *melee weapon attack*: +9 to hit, reach 15ft., one target. *Hit*: 18(3d10+6) slashing damage.

SPIKED DEVIL

Huge(14ft) fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 184

Speed 40 ft.

16 (+3) **STR** 12 (+1) **DEX** 18 (+4) **CON** 10 (+0) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

Saving Throws Str+8, Con+9

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing damage from non-magical attacks

Damage Immunities Fire, Poison, psychic.

Condition Immunities Poisoned, grappled, charmed.

Senses Darkvision 120 Ft., Truesight 30ft., passive Perception 12

Languages Infernal, common, Telepathy 120 Ft.

Challenge 14 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Sharp Body. Any creature that hits the devil with an melee attack with a reach of 5ft or lower they take 9(2d6+3)

Actions

Multiattack. The devil makes three attacks: three with its claw attacks, or three with its spikes

Claw. *melee weapon attack*: +11 to hit, reach 8ft., one target. *Hit*: 13(4d6+3) slashing damage.

Spikes. *ranged weapon attack*: +12 to hit, range 10/90ft., one target. *Hit*: 18(3d8+2) piercing damage.

Spike Volley. *ranged weapon attack*: radius 30 ft circle around this devil, *Hit*: Creatures in the radius must make a DC 17 dexterity saving throw, if they fail they take 27(8d6+6) piercing damage and have disadvantage on all attack rolls next turn. If they succeed they take half as much damage.

HELLWASP DEVIL

Medium(5ft) fiend (devil), lawful evil

Armor Class 19 (Natural Armor)

Hit Points 47

Speed 30 ft., fly 60 ft

12 (+1) **STR** 16 (+3) **DEX** 15 (+2) **CON** 8 (-1) **INT** 12 (+1) **WIS** 13 (+1) **CHA**

Saving Throws Dex+5

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

Damage Immunities Fire, Poison

Condition Immunities Poisoned.

Senses Darkvision 120 Ft., passive Perception 12

Languages Infernal, Telepathy 120 Ft.

Challenge 4 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: both are with its scythe attack.

Scythe. *melee weapon attack*: +6 to hit, reach 5ft., one target. *Hit*: 7(2d6+3) slashing damage.

Sting(Recharge 4-6). *melee weapon attack*: +5 to hit, reach 5ft., one target.

Hit: 11(2d10+2) piercing damage and the target must make a DC 13 constitution saving throw, if they fail they take 22(7d6+2) poison damage, and if they succeed they take half damage.

INFERNAL ARMOR DEVIL

Medium(7ft) fiend (devil), lawful evil

Armor Class 20 (Natural Armor)

Hit Points 107

Speed 30 ft.

19 (+4) **STR** 14 (+2) **DEX** 18 (+4) **CON** 8 (-1) **INT** 11 (+0) **WIS** 14 (+2) **CHA**

Saving Throws Str+8,

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Nonmagical Attacks not made of silver

Damage Immunities Fire, Poison, Force, Necrotic

Condition Immunities Poisoned, blinded, frightened

Senses Blindsight 120 Ft., passive Perception 11

Languages Infernal, Telepathy 120 Ft.

Challenge 7 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Healing soul. When this devil dies it heals a devil of its choice within 60ft of it by 3d8+2 hp.

Actions

Multiattack. The devil makes two attacks: both are with its flame sword attacks.

Flame Sword. *melee weapon attack*:+8 to hit, reach 8ft., one target. *Hit*:11(3d6+4) slashing damage and 12(2d10+4) fire damage.

KALABON

Medium(4ft) fiend (devil), lawful evil

Armor Class 13 (Natural Armor)

Hit Points 19

Speed 20ft

12 (+1) **STR** 7 (-2) **DEX** 10 (+0) **CON** 6 (-2) **INT** 7 (-2) **WIS** 10 (+0) **CHA**

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing From Non-Magical Attacks not made of silver

Damage Immunities Fire, Poison, acid

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 11

Languages Infernal, Telepathy 120 Ft.

Challenge 1 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Combine. The devil is able to combine with more of the kalabon as a action, while combined the devil has these buffs

.+19 hp

.extra+1d6 slashing damage for its bite attack

.+1 to str max 26

And more kalabons can combine into already combined kalabon.

Actions

Bite. *melee weapon attack*: +5 to hit, reach 5ft., one target. *Hit*: 5(1d6+2) piercing damage.

RAGE DEVIL

Huge(15ft) fiend (devil), lawful evil

Armor Class 20 (Natural Armor)

Hit Points 217

Speed 30 ft.

24 (+7) **STR** 10 (+0) **DEX** 21 (+5) **CON** 13 (+1) **INT** 12 (+1) **WIS** 20 (+5) **CHA**

Saving Throws Con+10, Str+13

Skills Perception+6

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing.

Damage Immunities Fire, Poison, acid

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 11 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Fear Aura. Any creature that is within 60ft must make a DC 19 wisdom saving throw, if they fail they are frightened for 1 minute, if they succeed they aren't frightened and are immune to this effect for 24 hours.

Rage Aura. every Ally of this devil that is within 30ft of this devil has advantage on all their attack rolls

Actions

Multiattack. The devil makes three attacks: all are with its death hammer attack.

Death Hammer. *melee weapon attack*: +12 to hit, reach 15ft., one target.

Hit: 17(3d10+5) piercing damage and 10(2d8+4) necrotic damage.

Infernal Calling(1/day). This devil as an action can summon 3x Hellhounds under its control and they disappear in 24 hours

WAR DEVIL

Large(10ft) fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 196

Speed 40 ft. fly 60ft

22 (+6) **STR** 20 (+5) **DEX** 18 (+4) **CON** 10 (+0) **INT** 14 (+2) **WIS** 13 (+1) **CHA**

Saving Throws Dex+10, Str+12

Skills Stealth+10

Damage Resistance Cold; Bludgeoning, Piercing, And Slashing

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 10

Languages Infernal, Telepathy 120 Ft.

Challenge 13 (700xp)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Aura of fear. Any creature that is within 30ft of this devil has to make a DC 17 wisdom saving throw, if the creature(s) fail the save they will become frightened. If they succeed nothing happens and they are immune to this effect for 24 hours.

Actions

Multiattack. The devil makes three attacks: two are with its claw attacks, and one is with its trident attack.

Claw. *melee weapon attack*: +13 to hit, reach 10ft., one target. *Hit*: 19(4d8+7) slashing damage.

Trident. *melee weapon attack*: +15 to hit, reach 20ft., one target. *Hit*: 11(3d6+5) piercing damage and DC 17 con check on a fail add *Hit*: 13(2d12+5) cold damage.

